

Claims:

1. A method of playing a game having a display area or game board comprising a plurality of rows intersecting or meeting with a plurality of columns, the plurality of rows and columns including a plurality of symbols, comprising the steps of:

(a) selecting by a player at least one symbol from the plurality of symbols;

(b) randomly rearranging the plurality of symbols;

(c) displaying the rearranged symbols; and

(d) awarding the player responsive to at least two predetermined symbols or combination of predetermined symbols appearing substantially contiguously within the display area and the at least two predetermined symbols or the combination of predetermined signals were selected by the player in said selecting step (a).

2. A method of playing a game according to claim 1, wherein said awarding step (d) further comprises the step of awarding the player responsive to the at least two predetermined symbols or combination of predetermined symbols appearing substantially contiguously within the display area including at least one of up-down contiguous, down-up contiguous, diagonal left-right contiguous, diagonal right-left contiguous, and any combination thereof.

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3. A method of playing a game according to claim 1, wherein said awarding step (d) further comprises the step of awarding the player responsive to the at least two predetermined symbols or combination of predetermined symbols appearing substantially contiguously within the display area including at least one of multiple directions and multiple of the same or different symbols for at least one of a column and a row within the display area.

4. A method of playing a game according to claim 1, further comprising the steps of wagering by the player selecting a number of the plurality of symbols to wager upon, and setting a wager value for each of the plurality of symbols selected.

5. A method of playing a game according to claim 1, further comprising the steps of wagering by the player selecting a number of the plurality of symbols to wager upon, each of the plurality of symbols selected having a same wager value.

6. A method of playing a game according to claim 1, further comprising the steps of wagering by the player selecting a number of the plurality of symbols to wager upon, each of the plurality of symbols selected having a different wager value.

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7. A method of playing a game according to claim 1, wherein said awarding step (d) further comprises the step of awarding the player responsive to the at least two predetermined symbols or combination of predetermined symbols appearing substantially contiguously within the display area including at least one combination of:

- at least two of the same plurality of symbols,
- formed in any direction,
- starting in a left-most column of the display area,
- continuing left-to-right,
- using only one symbol per column, and
- comprised of the plurality of symbols selected by the player.

8. A method of playing a game according to claim 1, wherein said awarding step (d) further comprises the step of awarding the player responsive to the at least two predetermined symbols or combination of predetermined symbols appearing substantially contiguously within the display area including a wild symbol representing any of the plurality of symbols or sub-set of the plurality of symbols, to form the substantially contiguous symbol combination.

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9. A method of playing a game according to claim 1, wherein said awarding step (d) further comprises the step of awarding the player responsive to the at least two predetermined symbols or combination of predetermined symbols appearing substantially contiguously within the display area including at least one of the following bonus eligible combinations:

(1) at least one first predetermined symbol appearing on at least one of a predetermined position, column and row, triggering a reposition of at least one of the plurality of symbols on the display area to create a most valuable winning combination ("Most Valuable Placing");

(2) at least two second predetermined symbols appearing anywhere in the display area and awarding the player a predetermined amount;

(3) at least three third predetermined symbols appearing anywhere in the display area resulting in a bonus game, wherein a bonus is awarded responsive to the player performing actions to successfully win the game; and

(4) at least two fourth predetermined symbols appearing anywhere on the display area resulting in a another bonus game, wherein another bonus is awarded responsive to the player is awarded credits for playing the another bonus game not requiring specific actions from the player.

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10. A method of playing a game according to claim 9, wherein said bonus eligible combination (1) includes repositioning the at least one symbol via an animated monkey for at least one symbol position in the display area.

11. A method of playing a game according to claim 9, wherein said bonus eligible combination (3) includes the player inputting controls to direct an animated monkey across a trapeze.

12. A method of playing a game according to claim 9, wherein said bonus eligible combination (4) includes firing an animated monkey out of a cannon and into piles of bananas.

13. A method of playing a game according to claim 9, wherein said bonus eligible combination (1) includes repositioning the at least one symbol via an Most Valuable Placing ("MVP") to create the most valuable winning combinations, in at least one of the following manner:

□ at least one of the plurality of symbols moved to another position and award a payout,

□ each of the plurality of symbols moved to multiple positions and awarding payouts for at least one of the positions,

□ MVP may be triggered randomly, by at least one of a predetermined symbol(s), a random event, and a predetermined event.

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14. A method of playing a game according to claim 9, wherein said bonus eligible combination (1) includes repositioning the at least one symbol via an Most Valuable Placing ("MVP") to create the most valuable winning combinations, in at least one of the following manner:

□ overlap the at least one symbol with another symbol to allow at least two symbols to occupy a same symbol position,

□ merge the at least one symbol with another symbol to form a new symbol having predetermined properties,

□ reveal at least one other symbol in a position the at least one symbol vacates, thereby concealing underneath the at least one symbol being repositioned.

15. A method of playing a game according to claim 9, wherein at least one of:

\* the at least two second predetermined symbols are one of same and different,

\* the at least three third predetermined symbols are one of same and different, and

\* the at least two fourth predetermined symbols are one of same and different.

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16. A method of playing a game according to claim 1, wherein said awarding step (d) further comprises the step of awarding the player responsive to the at least two predetermined symbols or combination of predetermined symbols appearing substantially contiguously within the display area including at least two of the plurality of symbols on the display area being at least one of located adjacent to each other, and in a predetermined relationship with each other, in at least one of a horizontal, vertical and diagonal direction.

17. A method of playing a game according to claim 1, wherein said awarding step (d) further comprises the step of awarding the player responsive to the at least two predetermined symbols or combination of predetermined symbols appearing substantially contiguously within the display area are one of the same and different.

18. A method of playing a game having a display area or game board comprising a plurality of rows intersecting or meeting with a plurality of columns, the plurality of rows and columns including a plurality of symbols, comprising the steps of:

- (a) assigning at least one symbol from the plurality of symbols for the player to be used in playing the game;
- (b) randomly rearranging the plurality of symbols;
- (c) displaying the rearranged symbols; and

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(d) awarding the player responsive to at least two predetermined symbols or combination of predetermined symbols appearing substantially contiguously within the display area and the at least two predetermined symbols or the combination of predetermined signals were assigned to the player in said assigning step (a).

19. A method of playing a game having a display area or game board comprising a plurality of rows intersecting or meeting with a plurality of columns, the plurality of rows and columns including a plurality of symbols, comprising the step of awarding a player responsive to at least one of the following bonus eligible combinations:

(1) at least one first predetermined symbol appearing on at least one of a predetermined position, column and row, triggering a reposition of at least one of the plurality of symbols on the display area to create a most valuable winning combination ("Most Valuable Placing");

(□) at least two second predetermined symbols appearing anywhere in the display area and awarding the player a predetermined amount;

(3) at least three third predetermined symbols appearing anywhere in the display area resulting in a bonus game, wherein a bonus is awarded responsive to the player performing actions to successfully win the game; and

[illegible]



(4) at least two fourth predetermined symbols appearing anywhere on the display area resulting in a another bonus game, wherein another bonus is awarded responsive to the player is awarded credits for playing the another bonus game not requiring specific actions from the player.

20. A method of playing a game according to claim 19, wherein said bonus eligible combination (1) includes repositioning the at least one symbol via an animated monkey for at least one symbol position in the display area.

21. A method of playing a game according to claim 19, wherein said bonus eligible combination (3) includes the player inputting controls to direct an animated monkey across a trapeze.

22. A method of playing a game according to claim 19, wherein said bonus eligible combination (4) includes firing an animated monkey out of a cannon and into piles of bananas.

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- at least one of the plurality of symbols moved to another position and award a payout,
- each of the plurality of symbols moved to multiple positions and awarding payouts for at least one of the positions,
- MVP may be triggered randomly, by at least one of a predetermined symbol(s), a random event, and a predetermined event.

- overlap the at least one symbol with another symbol to allow at least two symbols to occupy a same symbol position,
- merge the at least one symbol with another symbol to form a new symbol having predetermined properties,
- reveal at least one other symbol in a position the at least one symbol vacates, thereby concealing underneath the at least one symbol being repositioned.

25. A method of playing a game according to claim 19, wherein at least one of:

- \* the at least two second predetermined symbols are one of same and different,
- \* the at least three third predetermined symbols are one of same and different, and
- \* the at least two fourth predetermined symbols are one of same and different.

26. A method of playing a game having a display area or game board comprising a plurality of rows intersecting or meeting with a plurality of columns, the plurality of rows and columns including a plurality of symbols, comprising the steps of:

- (a) randomly rearranging the plurality of symbols;
- (b) displaying the rearranged symbols; and
- (c) awarding the player responsive to at least two predetermined symbols or combination of predetermined symbols appearing substantially contiguously within the display area on any of the predetermined contiguous lines, and all of the predetermined contiguous lines representing all possible predetermined contiguous line combinations and being eligible for said awarding.

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